2. (Amended) The computer system of Claim 1, wherein the rasterization circuit performs scan conversion on vertices having floating point [color] values.

3. (Amended) The computer system of Claim 1 further comprising:

a texture circuit coupled to the rasterization circuit that applies a texture to the primitive, wherein the texture is specified by floating point values; and

a texture memory coupled to the texture circuit that stores a plurality of textures in floating point values.

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Please cancel Claim 4 without prejudice.

5. (Amended) The computer system of Claim 1, wherein the floating point format is comprised of sixteen bits.

7. (Amended) The computer system of Claim 1 further comprising a lighting circuit coupled to the rasterization circuit for performing a lighting function, wherein the lighting function executes on floating point [color] values.

8. (Amended) The computer system of Claim 1 further comprising a fog circuit coupled to the rasterization circuit for performing a fog function, wherein the fog function operates on floating point [color] values.

9. (Amended) The computer system of Claim 1 further comprising an antialiasing circuit coupled to the rasterization circuit which performs an antialiasing algorithm according to floating point [color] values.

10. (Amended) The computer system of Claim 1 further comprising a blender coupled to the rasterization circuit which blends floating point [color] values.

11. (Amended) The computer system of Claim 1 further comprising logic coupled to the rasterization circuit which performs per-fragment operations on floating point [color] values.

Please cancel Claim 14 without prejudice.

Please cancel Claim 15 without prejudice.

Please cancel Claim 16 without prejudice.

Please cancel Claim 17 without prejudice.

Please cancel Claim 18 without prejudice.

Please cancel Claim 19 without prejudice.

Please cancel Claim 20 without prejudice.

Please cancel Claim 21 without prejudice.

22. (Amended) In a computer system, a method for operating on data stored in a frame buffer, comprised of:

a) rasterizing the data in a floating point format;

b) storing the data in the frame buffer in [a] the floating point format;

c) reading the data from the frame buffer in the floating point format;

d) operating directly on the data in the floating point format; and

e) writing the data to the frame buffer in the floating point format.

Please cancel Claim 23 without prejudice.

Please cancel Claim 24 without prejudice.

Please cancel Claim 25 without prejudice.

26. (Amended) The method of Claim 22, wherein the steps of writing, storing, and reading the data in the frame buffer in [a] the floating point format [is] are further comprised of [a specification of] specifying the floating point format according to a specification, wherein the specification corresponds to a level of range and precision.

31. (Amended) A computer system [having] comprising:

a raster subsystem for performing a rasterization process, the rasterization process performed in a floating point format; and

a floating point frame buffer coupled to the raster subsystem for storing a plurality of floating point color values.

32. (Amended) The computer system of Claim 31, wherein the floating point color values are written to [a] the frame buffer.

33. (Amended) The computer system of Claim 31, wherein the floating point color values are read from [a] the frame buffer.

Please cancel Claim 34 without prejudice.

35. (Amended) The computer system of Claim 31, wherein the floating point color values are written to, read from, and stored in [a] the frame buffer using a specification of the floating point color values that corresponds to a level of range and precision.

Please cancel Claim 38 without prejudice.

Please cancel Claim 39 without prejudice.

Please cancel Claim 40 without prejudice.

Please cancel Claim 41 without prejudice.

Please cancel Claim 42 without prejudice.

Please cancel Claim 43 without prejudice.

Please cancel Claim 44 without prejudice.